



deformable and rendering and simulation and

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Adaptive Nonlinear Finite Elements for Deformable Body Simulation Using Dynamic Progressive Meshes

X Wu, MS Downes, T Goktekin, F Tendick - Eurographics, 2001 - blackwell-synergy.com

... Existing techniques of **deformable** modeling for real time **simulation** have either ... Adaptive **meshing** is necessary to provide sufficient detail where required ...

Cited by 68 - [Web Search](#) - [itsa.ucsf.edu](#) - [caddlab.rad.unc.edu](#) - [robotics.eecs.berkeley.edu](#) - [all 6 versions »](#)

Simulation of Instrument-Tissue Interactions and System Integration

C Basdogan - Medicine Meets Virtual Reality (MMVR2001) - network.ku.edu.tr

... Page 17. Key Components of a Haptic **Rendering** Algorithm F 1 F 2 ... Based **Deformable** Model Collision ... Page 22. **Simulation** of Catheter Insertion **Simulation** Set-Up Real ...

Cited by 2 - [View as HTML](#) - [Web Search](#)

Haptic Simulation of a Tool In Contact With a Nonlinear Deformable Body

M Mahvash, V Hayward - ... Symposium on Surgery **Simulation** and Soft Tissue Modelling, ..., 2003 - springerlink.com

... RTLinux-3. One thread provided for **rendering** the forces ... a pre-calculation solution for haptic **simulation** of con ... between a tool and a nonlinear **deformable** body. ...

Cited by 7 - [Web Search](#) - [cim.mcgill.ca](#) - [cim.mcgill.ca](#)

Development of Surgical Simulator based on FEM and Deformable Volume-Rendering

Y Masutani, Y Inoue, K Ishii, N Kumai, F Kimura, I ... - Medical Imaging 2004: Visualization, Image-Guided Procedures ..., 2004 - ut-radiology.umin.jp

... In our **deformable rendering**, volume gradient information is not ... In the viewpoint of **simulation** accuracy, more ... Tetrahedral **Meshing** For our preliminary study in ...

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Squashing Cubes: Automating Deformable Model Construction for Graphics

DL James, J Barbic, CD Twigg - Proc. of ACM SIGGRAPH Sketches and Applications, 2004 - graphics.cs.cmu.edu

... for **rendering**, and not **deformable** object simulation. Despite tools for volume (or surface) (re)**meshing** of geometric models to support physical **simulation**, ...

Cited by 3 - [View as HTML](#) - [Web Search](#) - [graphics.cs.cmu.edu](#)

Static solution for real time deformable objects with fluid inside

IF Costa, R Balaniuk - ERCIM News, 2001 - ercim.org

... combined to obtain a full 3D **deformable** object. ... meshed to define the long elements; **Simulation** loop: solves ... **Rendering** loops: graphic and haptic loops enable the ...

Cited by 9 - [Cached](#) - [Web Search](#)

[PS] LEM- An approach for real time physically based soft tissue simulation

IF Costa, R Balaniuk - PROC IEEE INT CONF ROB AUTOM, 2001 - ucb.br

... of these forces in a **deformable** object is ... **rendering** clients interact with the **simulation** inform- ing ... This organization permits multi **rendering** and multi haptic ...

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